Star Rank Boxing II

for Commodore 64™ and 128™ Computers

Quickstart Instructions

Getting Started

To load *Star Rank Boxing II* into your computer, follow these steps:

1. If you have a Commodore 128, follow the instructions in your owner's guide to put the computer in the Commodore 64 mode, insert the game disk in your disk drive, and skip to step 4.

2. If you have a Commodore 64, start with your computer turned off and the cartridge slot empty. Turn on your disk drive and monitor or TV and wait for the busy light on the drive to go out.

3. Insert the game disk in the drive, label side up, and turn on your computer.

4. With the word **READY** on the screen, type **LOAD "BOXING",8,1** and press **RETURN**.

Managing Your Fighters

As you can store only 15 fighters on your game disk, you may want from time to time to retire certain fighters to make room for new ones. Here's how:

1. *Before* you load the game into your computer, with the word **READY** on your screen, place your game disk in your disk drive and type **LOAD "MANAGER",8** and press **RETURN**.

2. When the word **READY** reappears, type **RUN** and press **RETURN**.

3. Respond to the prompts on the screen to retire as many boxers as you like, save the changes you're making, and quit the MANAGER program. Load the game to begin boxing again.

Punches and Defensive Moves

The diagram below shows how to use your joystick to throw punches and defend yourself.
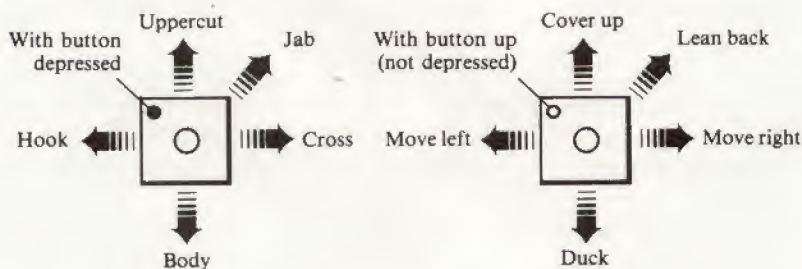
To avoid a blow, you must match your defensive move to the type of punch you're trying to avoid. The following table shows which defensive move is effective against each type of punch.

Punch	Defensive Move
Hook	Duck
Jab	Cover-up
Uppercut	Cover-up
Cross	Duck
Body	Lean (low block)

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